

S_{an} L_{eandro} C_{omputer} C_{lub} Journal

February 1996

JANUARY Meeting

and miscellaneous gossip

Well it took a while but things are returning to normal. Mr. Bridges finally called the meeting to order at 8:17 PM. (Just about on a par with the other lazy Presidents we have had over the years.) The Vice, Mr. Peter Chen arrived about 8:30 well in keeping with the lazy start. But fear not Pete had a good reason for being late. He had to stop and tie his shoe laces.

The President announced that there would be no ST/PC SIG meeting in February as the library will be closed in celebration of Mr. Morans birthday. The SIG meeting will be combined with the regular meeting on the 6th of February.

The only other big news is that Glenn Fowler is going to attempt to patch the clubs MEGA II, using an old drive. (That should really be interesting, it will probably never be the same, the last I saw he was looking for a hammer.)

8 Bit software chairman Bob Scholar presented Floppy #1401. A program to make disk directory headings, a couple of printing utilities and several games including Bellcom's Adventure Trilogy #353 which fills the backside of this months Floppy, add up to a pretty fair disk to start out SLCC's 14th year of building monthly 8 Bit Floppy's.

Bob Woolley brought his PC to show off a truly amazing CD ROM disk that had been sent to him. The CD has thousands of 8 Bit disks copied on it. It is called the XL/XE POOL CD, a group in Denmark has developed this CD and really is unique. One of its unusual features, pictures of all the 8 Bit machines and equipment developed by ATARI. Many of these were never publicly released which makes the pictures even more interesting. The cost of this CD-ROM disk is supposed to be \$35. Considering the number of disks on the CD this has to be the bargain of the decade for any 8 Bit owner. Check with Bob for more information.

The latest news from ATARI, reported in the S. F. Chronicle early in January, is the formation of a new software unit called ATARI INTERFACE. This new unit will be rewriting hundreds of classic ATARI video games for personal computers. They also plan to write a slew of games for the Jaguar game machine and competing game machines from Sega, Sony and Nintendo. (Maybe we could sell them a copy of the CD, Somehow I don't think this whole thing was planned by a rocket scientist.)

Also in the Chronicle, the latest news about our good friends at APPLE, their bonds have been downgraded to the rating of JUNK bonds. Somehow I fail to get to excited about the APPLE problems. They have abused the computer world with their ridiculously high prices for so long they had started to believe their own hype.

Perhaps the same team is running both companies and we will one day have an ATARPPL to play with!!!

See you all Tuesday / Jim Moran / Secretary

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San Leandro Computer Club Journal

February 1996

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This Month

We will have a large selection of ST, PC and 8-bit equipment this month that is just collecting dust in someone's basement. So, it is all going to a good home (or, the re-cycler). Don't be shy, jump in there and adopt another computer.

February 1996

Monthly Planner

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
January S M T W T F S 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28		March S M T W T F S 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28		1	2	3
4	5	6 8:00 PM MAIN MEETING	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23 JOURNAL DEADLINE	24
25	26	27	28	29		

OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1402.DOC
FEBRUARY 1996

GENERAL COMMENTS

This DOM has 2 programs that show the effect of using the European PAL (50 cycle) system. In both cases the "jiggle" is not too serious.

D.O.M. SUMMARY

There are 4 Games including:- one large text SIMulation and a Game for two players. There are 2 UTILities; & 2 DEMOs (1 with sound & gRaphics, & a cartoon slide-show).

CONTENTS- DISK #1402:-

Front:- Boot with BASIC!

*---D.O.M.-->	000	*-<No. 1402--	000
* SAN LEANDRO	000	* COMP. CLUB	000
*SLCC1402.DOC	029	DOS	.SYS 039
HELLO	011	MENU	034
AUTORUN .SYS	002	BLAST	.BAS 009
ENTRE .DOC	059	OMEN	.COM 411
TROLLII .OBJ	085	STREAMER.BAS	027

001 FREE SECTORS

Back:- Boot without BASIC

*SISYPHOS.COM	227	ENTRE	.BAS 257
SIMPSONS.OBJ	009	SIMPS1	.PIC 028
SIMPS2 .PIC	025	SIMPS3	.PIC 025
SIMPS4 .PIC	027	SIMPS5	.PIC 025
SIMPS6 .PIC	034	SIMPS7	.PIC 024
SIMPS8 .PIC	006	RANDOM	.BAS 011

000 FREE SECTORS

PROGRAM DETAILS

BLAST.BAS is a very simple action Game by David Paterson. It was on the MCM (Montreal Computer) disk of 4/92. Blast the descending alien ship using the arrow keys and space bar. Miss a shot, and you lose points. Did I say that it's also very frustrating? The whole program uses only ten lines.

ENTRE.DOC is on the front and the *.BAS program is on the back. It was ANTIC's super disk bonus- March 1988. It's by William Austin. The title is ENTREpreneur Jungle. The DOC is from the ANTIC disk,- with my editing. It tells the full story about this stock market SIMulation. It has been played and tested by Eastern Michigan Univ.

business students. Use the front side FULmenu to Run it.

OMEN.COM (DAS OMEN) is from AIM's 5/92 disk. A sound and gRaphics DEMO, mostly in german,- it speaks clearly. Press "A" to begin; and hold [SPACE], to change screens. The jiggle is due to the 50 cycle Eur'n. "PAL" system - a nuisance; but,- you get the idea!

RANDOM.BAS is a UTILITY that generates a repeatable series of "pseudo random" numbers. They make it easy to debug some programs. It also produces a wider range of random numbers. The article (by David McIntosh, in ANTIC for 3/89) is an excellent TUTORial on the subject;- if you're interested.

STREAMER.BAS by Brad Timmins is a machine -language UTILITY from ANALOG #66 (11/88) that allows you to create vertically scrolling text displays in upper or lowercase & gR characters in single or double-line resolution.

SISYPHOS.COM loads when you boot the back side WITHOUT BASIC. It's a shareware Game DEMO, from FUTURA #11- via OHAUG's library disk #452. It has the "PAL jiggle" on the Title screen. Hit FIRE or [START] after a while, to start the game. It has 4 levels (of 50). You must push all the boulders into their holes. To replay a current level, hit [START].

SIMPSONS is a slide-show of eight Simpson cartoons from FUTURA (NOSAUG) #11. Use the FULmenu "B" function to load SIMPSONS.OBJ and it will run the cycle SIMPS1.PIC thru SIMPS8.PIC. It repeats as long as you let it.

TROLLII.OBJ (Troll War II) is a 2 [J/S] Game by Scott Langston (ANALOG #58.) Troll castle is at upper Left, Wizard's in lower Rt. Sides can have 10 armies;- 4 can be moved each turn. Armies may be created when two spaces in front of a castle are empty. Move an army into an opponent's men or his castle, to attack. The screen changes to the fight area;- where missiles or guns are the weapons used. A game is over when one king is captured.

San Leandro Computer Club

P.O. Box 1506 San Leandro, CA 95477 - 0374

An independent, money losing organization of Atari Computer users. Membership at \$20.00 per year doesn't buy you a whole lot, but the price has never been raised. Call any Officer to join.

General Meeting

**Tuesday, February 6th, 1996
8:00PM**

**ONLY ONE MEETING THIS
MONTH - SO IT'S**

ST/PC NITE

**BRING YOUR EXTRA CASH _ GO HOME
WITH A PC! OR A PRINTER! OR?**

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300 Estudillo Avenue
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